



# The Biddeford Beat

CITY OF BIDDEFORD WEEKLY NEWSLETTER | MONDAY, NOV 13, 2017

Volume 17.39

## UPCOMING MEETINGS

**Tuesday: November 14**  
7:00 pm School Committee Meeting (live)

**Thursday: November 16**  
6:30 pm Airport Commission  
(City Hall Council Chambers)  
7:00 pm Conservation Commission  
(City Hall 2<sup>nd</sup> Floor Conf. Rm)

**Tuesday: November 21**  
5:00 pm Finance Committee (live)  
5:00 pm Capital Projects  
City Hall 2<sup>nd</sup> Floor Conference Room  
6:00 pm City Council Meeting  
(City Hall Council Chambers)

**Thursday: November 23 &  
Friday: November 24**  
City Hall will be closed on both days in  
Observance of Thanksgiving Holiday.

**Tuesday: November 28**  
7:00 pm School Committee Meeting (live)

For Full Calendar, [click here](#)

### REMINDER:

**FREE WOOD DEBRIS DISPOSAL**  
At Biddeford Transfer Station located at 371 Hill St.

Residents of Biddeford can dispose of acceptable debris  
(Wood wastes cut into 2 foot pieces) in 1 cubic yard quantities  
free of charge

Until Sunday, November 19th 2017.

[Debris must be brought to the Transfer Station during regular hours of operation](#)

**Non-acceptable items:** Sheetrock, Roofing Paper, Shingles

*A community-based group designed to bring schools and "new Mainers" together.*

**Inaugural Meeting**  
**Immigrant Families and Native Mainers Welcome!**  
Wednesday, November 15  
4-6 PM  
JFK School  
64 West Street, Biddeford

*Coffee and tea will be provided.  
Families invited to bring a dessert or snack that celebrates the culinary art of their native country.*

Please join teachers and school administrators to help teach us about your cultures and provide feedback for how we can better serve our English Language Learners. **Several translators available.**

**Need a ride? Have questions?**  
Please call Chris Indorf at 207-282-8280. Telephonic translation services available.

A collaboration of:  
Biddeford Schools | SPURWINK

Congratulations to all the members of the Biddeford City Council and to the Biddeford Mayor for having been entrusted for another two years by the citizens of Biddeford!

**Mayor:**  
Alan Casavant 284-4690 (H)  
286-9385 (W)

**Councilors:**  
Ward 1: Michael Swanton 282-6387  
Ward 2: John Mccurry, Jr. 282-7473  
Ward 3: Stephen St. Cyr 423-0215  
Ward 4: Robert Quattrone, Jr. 229-9474  
Ward 5: Victoria Foley 409-5115  
Ward 6: Normand Belanger 602-6034  
Ward 7: Mike Ready 710-2013

**Councilors At Large:**  
Marc Lessard 229-8322  
Laura Seaver 571-4376

Inauguration will take place on Tuesday, December 5<sup>th</sup> during the City Council Meeting.

The US Army Corps of Engineers Dredge Shallow Draft Dredge Vessel *Murden* started its voyage northward from Virginia to begin the upper river Saco dredging project. The voyage is slated to take approximately 8 days and will arrive on Tuesday November 14. It is expected to start dredging on Wednesday, November 15. These dates are of course weather, sea-state dependent. The vessel will be on site for approximately 25 days.

### **Hopper Dredge**

The *Murden* is known for its Hopper Hydraulics. The max Hopper Load is 512 cubic yards (equals approximately 138 tons). A Hopper dredge is the best suited and most productive for dredging sandy material over long straight distances. Hopper dredges work in a back and forth motion over the dredge area. A hopper dredge uses a suction pump (similar to hydraulic pipeline dredge) and drag-arms that hang down from the side of the vessel to loosen and remove material from the bottom. In New England, hopper dredges are most often used to remove sandy material from harbor entrance channels and then deposit the material nearshore off of beaches to nourish coastal bar systems. A small hopper dredge like the *Murden* is suitable for dredging the upper reach of the Saco River and placing the material at the in-river or nearshore placement sites.



### **River Placement**

Material from the upstream portion of the project has previously been placed in the deeper portions of the existing federal channel between Hills Point and Thunder Island. Due to the dynamic nature of this site, it is expected that the deposited coarse grained, sandy material will be gradually transported down current after placement and kept within the system as part of the natural littoral processes. Little if any negative environmental impacts to downstream area are expected given the nature of the material and the fact that sediment transport is a naturally occurring process to which the system and associated habitats are adapted. Use of the in-river placement site provides a feasible and viable alternative for the material dredged from the upper reaches of the FNP and is the preferred alternative.

This work involves dredging approximately 150,000 cubic yards of sand from an area of roughly 77 acres in the lower and upper reaches of the river to restore the FNP to authorized dimensions. This project will take approximately 2.5 to 3.5 months to complete within the dredge window of November 15 and March 31 to avoid the spawning migration period for anadromous fish, and spawning of winter flounder and shellfish that may be present in the project areas.

### **Coordination**

This project was coordinated with Federal, State and Tribal Agencies. In 2016, a letter summarizing the project and requesting comments was sent to the National Marine Fisheries Service (NMFS), Environmental Protection Agency (EPA), U.S. Fish and Wildlife Service (USFWS), Maine Coastal Program (MCP), Maine Department of Environmental Protection and Maine Department of Marine Resources, Maine Historical Preservation Office and the Passamaquoddy Tribe were all notified by letter detailing the project. All agencies responded and concurred with the project. A public notice was also issued in March and April 2016 sent to all interested parties. Eight response letters were received, all supporting this project.

For email subscriptions, [Click here](#)

For questions or comments:  
t. 207.284.9313  
e. [newsletter@biddefordmaine.org](mailto:newsletter@biddefordmaine.org)

Happy reading.